

SONIC™

#1

- MEGA DRIVE -

THE NEXT
LEVEL



Art 2016

Archie
ACTION!
ARCHIECOMICS.COM

SEGA®



CHARACTER = SELECT =



Welcome to the Sonic Comic Universe — a world unique & beyond what you know from the SEGA games! Where Sonic and his friends travel new lands as they battle the evil ambitions of Dr. Eggman!

SONIC™

- MEGA DRIVE -

THE NEXT LEVEL

THE STORY SO FAR...



A SUPERSONIC QUEST

The evil **Dr. Eggman** is scouring the **Eastwatch Islands** for the seven relics called the "**Ancient Gears**"! With them he can power his latest weapon of destruction, the **Mega Drive**!



Unfortunately for him—but thankfully for the rest of us—**Sonic** learned of his dastardly plan and took action!



Along the way he met and rescued **Tails** and **Amy Rose**—and helped **Knuckles** to realize he'd been duped by Dr. Eggman once again.



Now all four high-speed heroes are racing across the zones of the **Eastwatch Islands**, searching for more **Ancient Gears**!

SONIC: MEGA DRIVE - THE NEXT LEVEL, No. 1, December, 2016. Published by Archie Comic Publications, Inc., 629 Fifth Avenue, Suite 100, Pelham, NY 10803-1242. Jon Goldwater, Publisher/Co-CEO, Nancy Silberkleit, Co-CEO, Mike Pellerito, President, Victor Gorelick, Co-President. Single copies \$3.99. All Canadian orders payable in U.S. funds. ©SEGA. All rights reserved. SEGA is registered in the US Patent and Trademark Office. SEGA, the SEGA logo, SONIC THE HEDGEHOG, SONIC UNIVERSE and SONIC BOOM™ are either registered trademarks or trademarks of SEGA Holdings Co., Ltd. or its affiliates. The product is manufactured under license from Sega of America, Inc., 250 East Olive Avenue, Ste 200, Burbank, CA 91502 www.sega.com. Any similarities between characters, names, persons, and/or institutions in this book and any living, dead, or fictional characters, names, persons, and/or institutions are not intended and if they exist, are purely coincidental. Title registered in U.S. patent office. Printed in USA.

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GLITTER PEAK ZONE

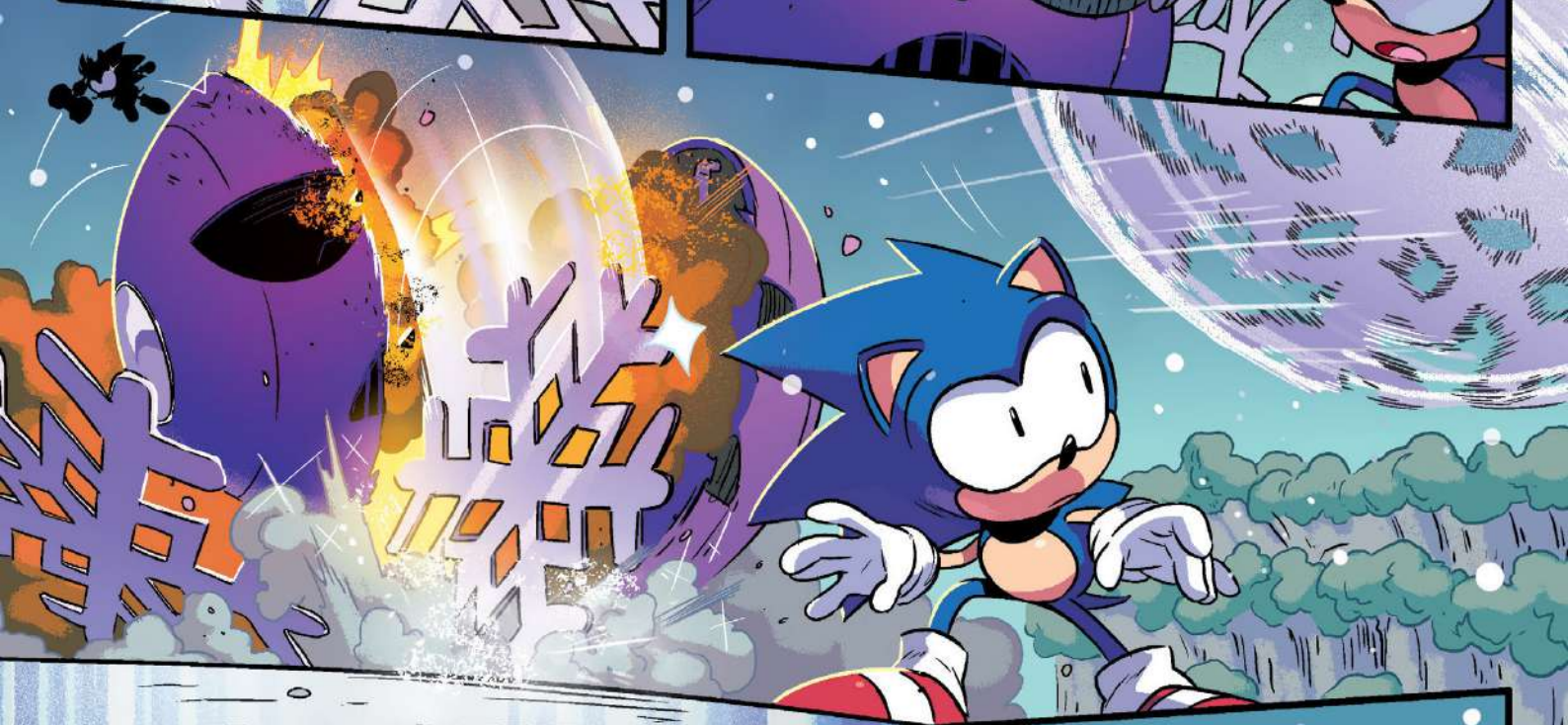
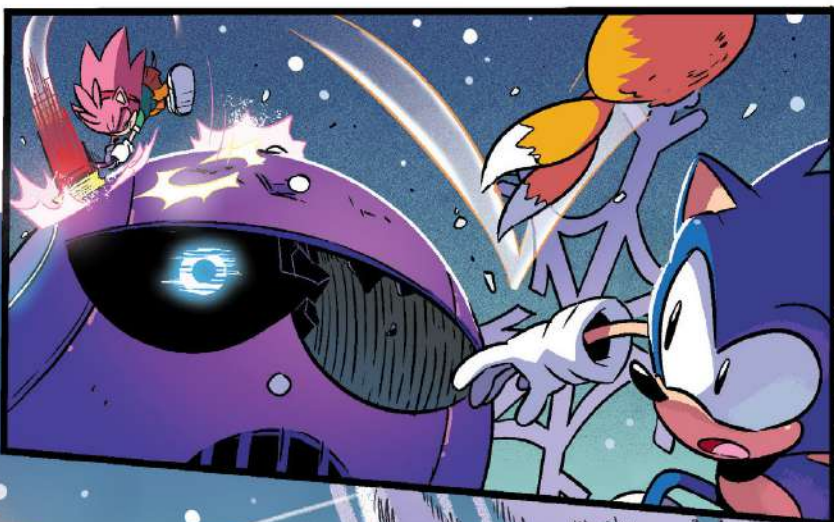


**MEGA
DRIVE**

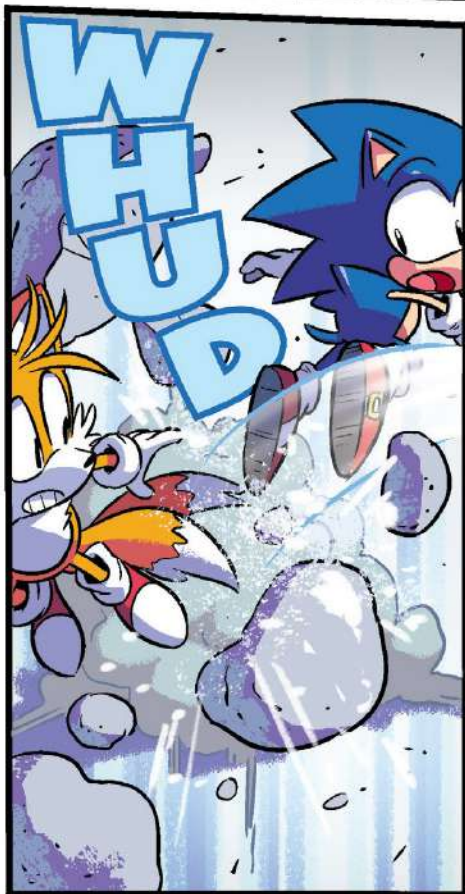
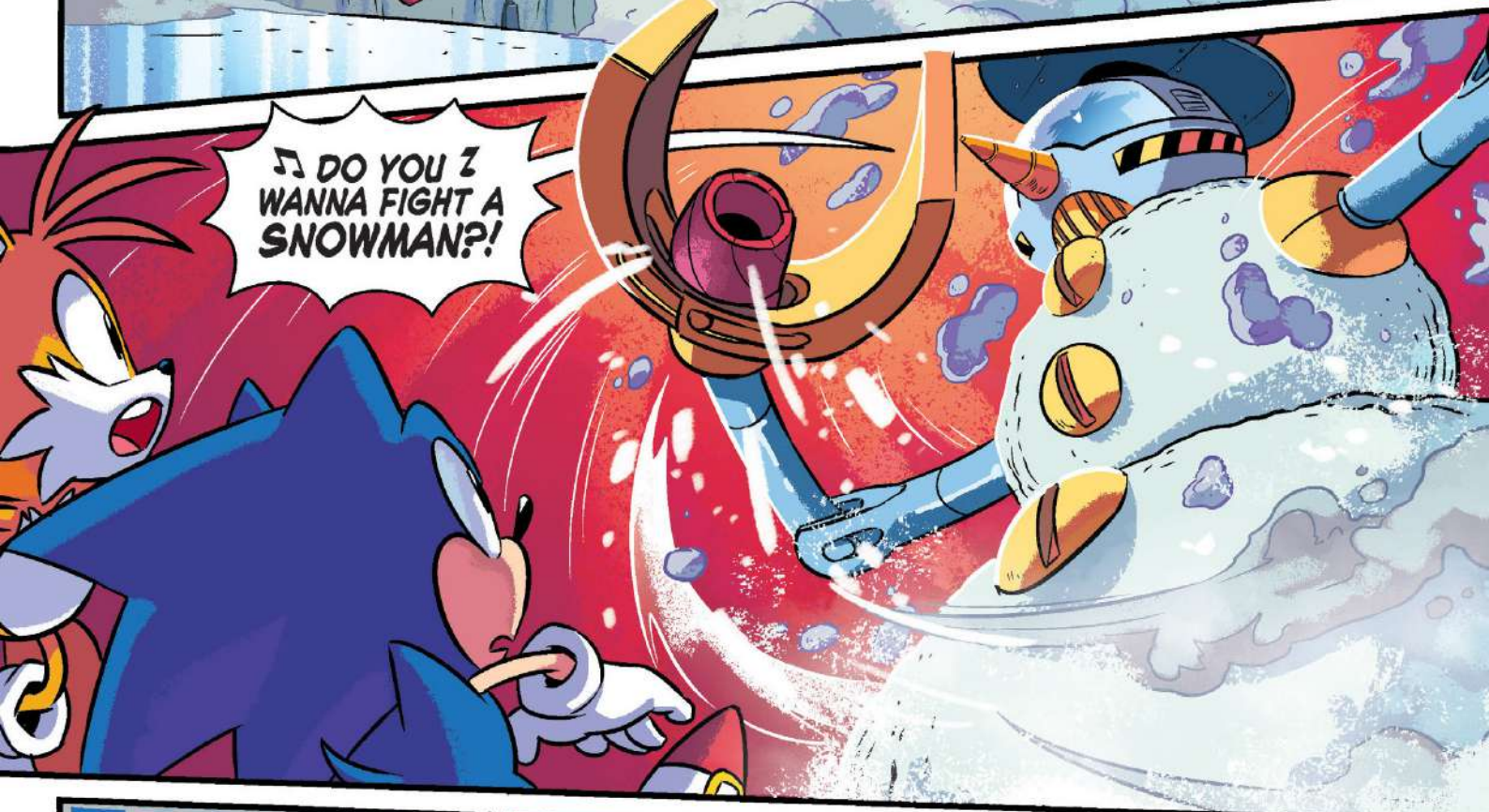
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TWO**

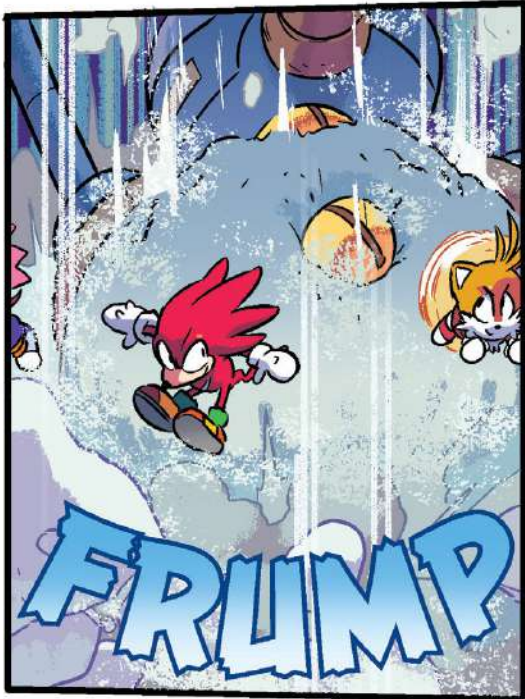
THE NEXT LEVEL

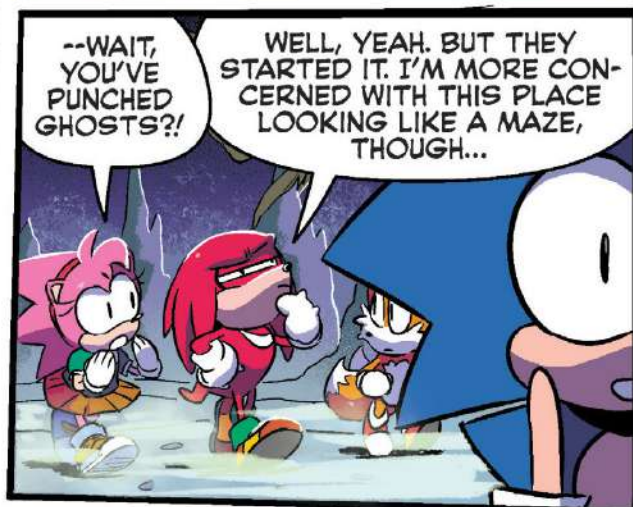
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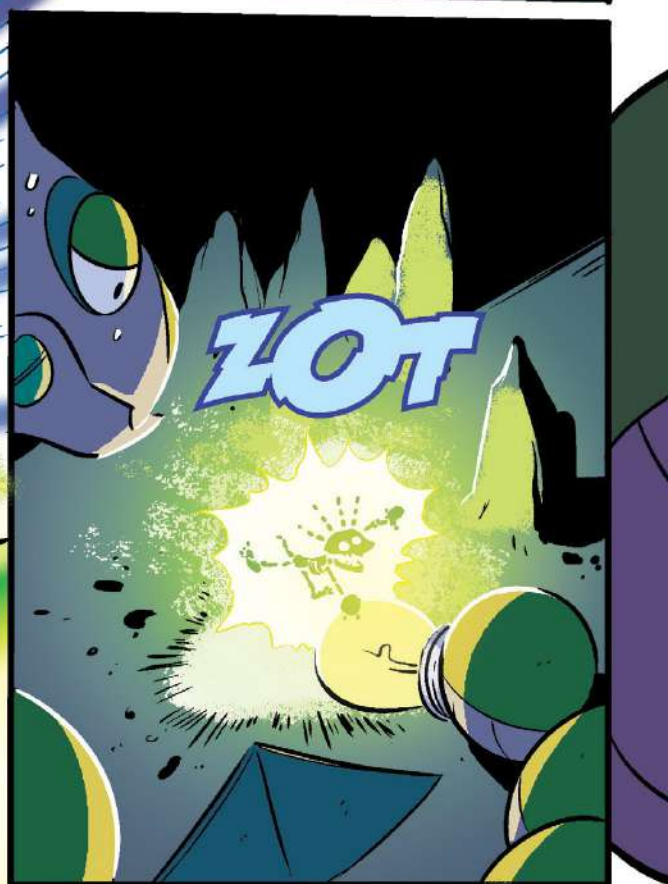
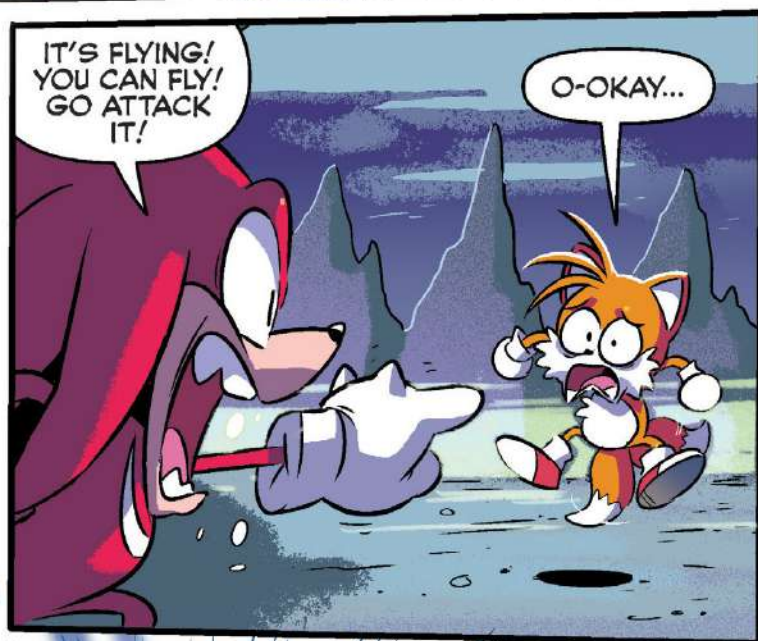
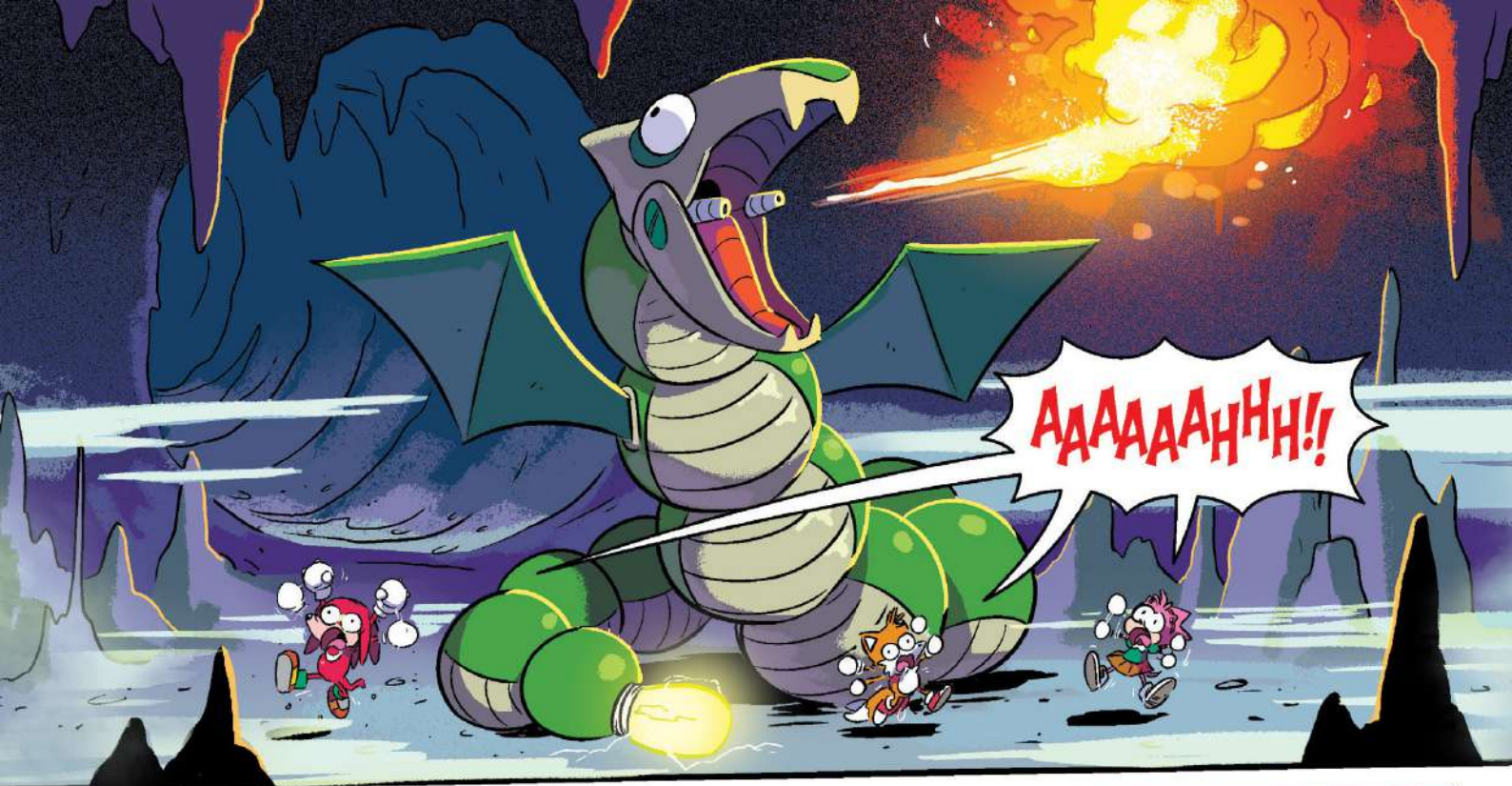






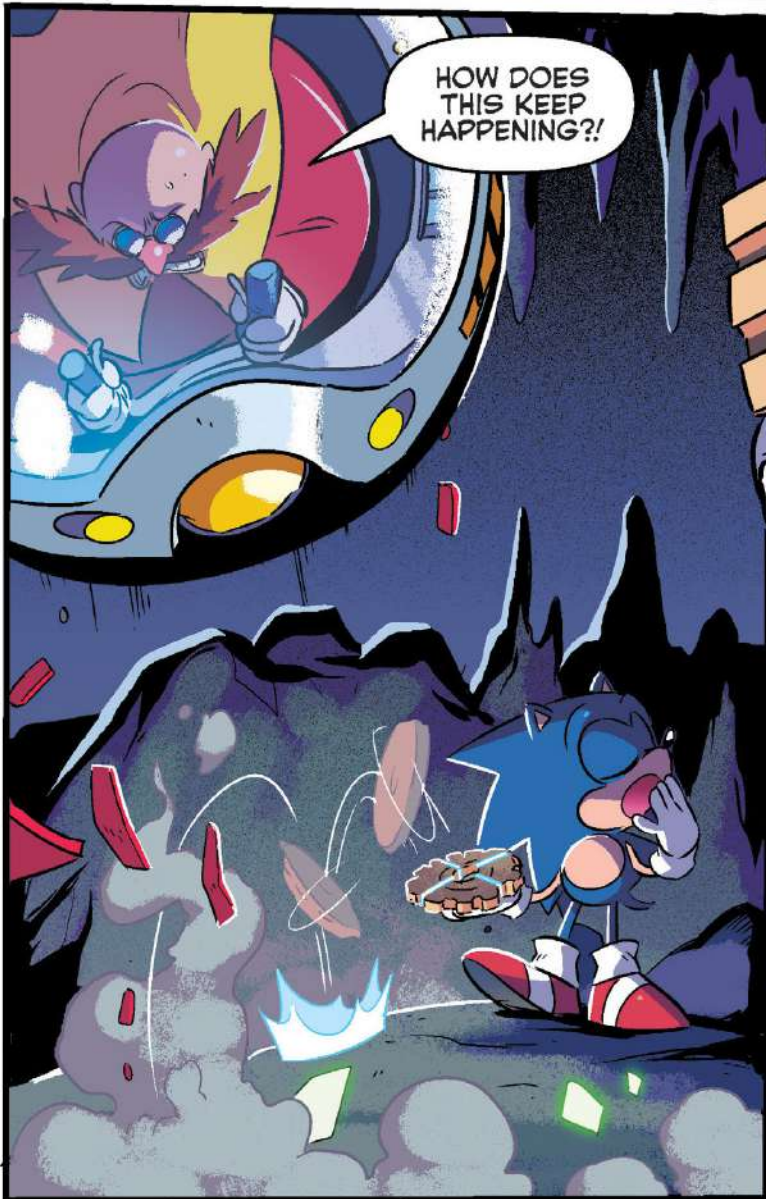














...Oh,
YEAH...

WELL...
IT'S WHAT
I WANTED,
RIGHT?

BESIDES,
I'M SURE THEY'LL
CATCH UP SOON
ENOUGH!



TREMORS
STOPPED. I HOPE
SONIC WASN'T
CAUGHT IN A
CAVE-IN.

A CAVE-IN?!
WHAT IF HE'S
TRAPPED?!
OR HURT?!
OR
WORSE?!



DON'T WORRY, GUYS!
THIS IS SONIC WE'RE
TALKING ABOUT! HE'S
UNSTOPPABLE!

D-DO YOU
THINK HE'S
OKAY?

I'M
SURE
OF IT!

AND HE CERTAINLY
WOULDN'T WANT US
STANDING AROUND
WORRYING ABOUT HIM.
C'MON! LET'S HEAD TO
THE NEXT ISLAND!

YEAH!
MAYBE WE'LL
EVEN GET
THERE
BEFORE
HIM!

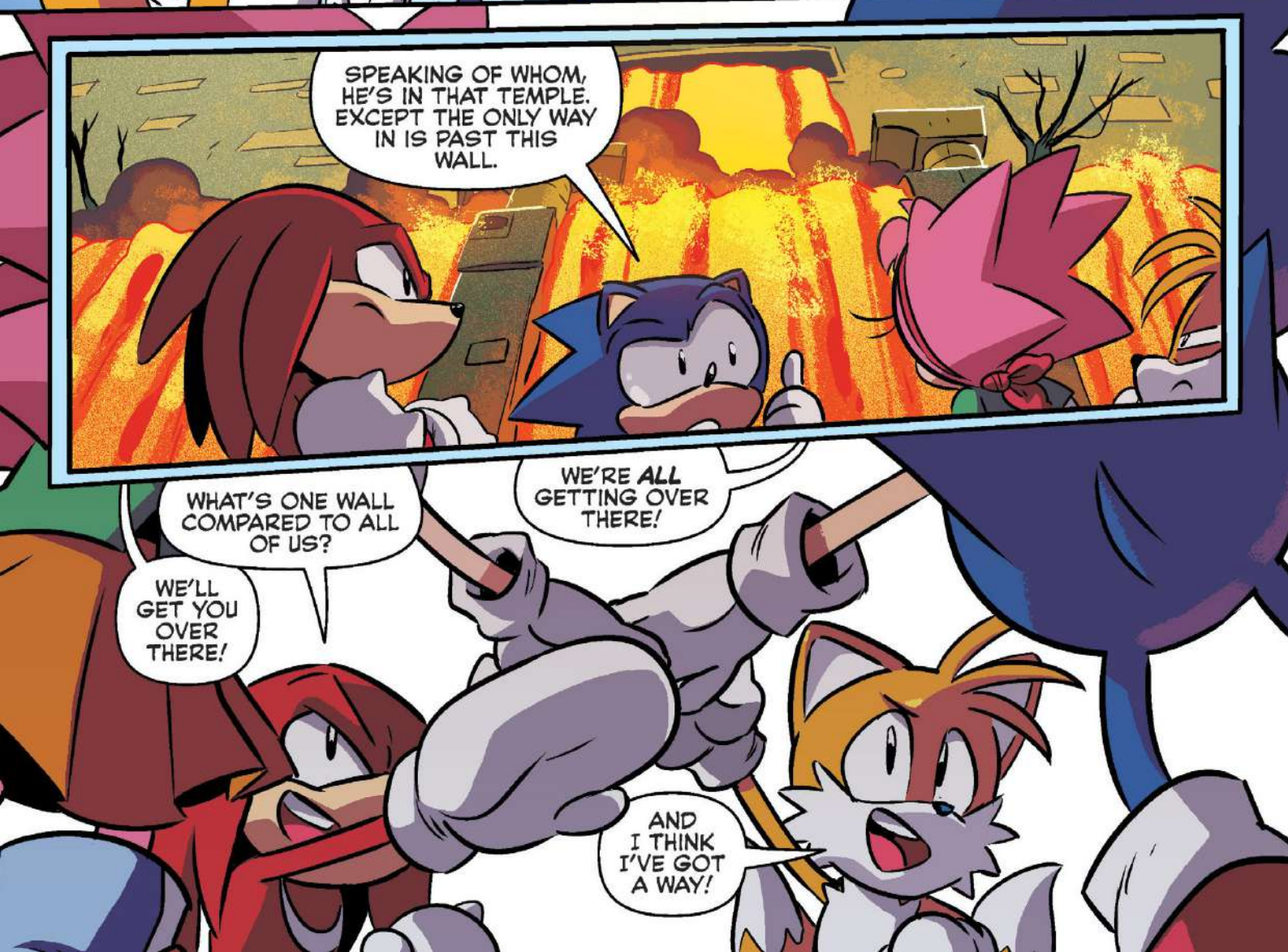
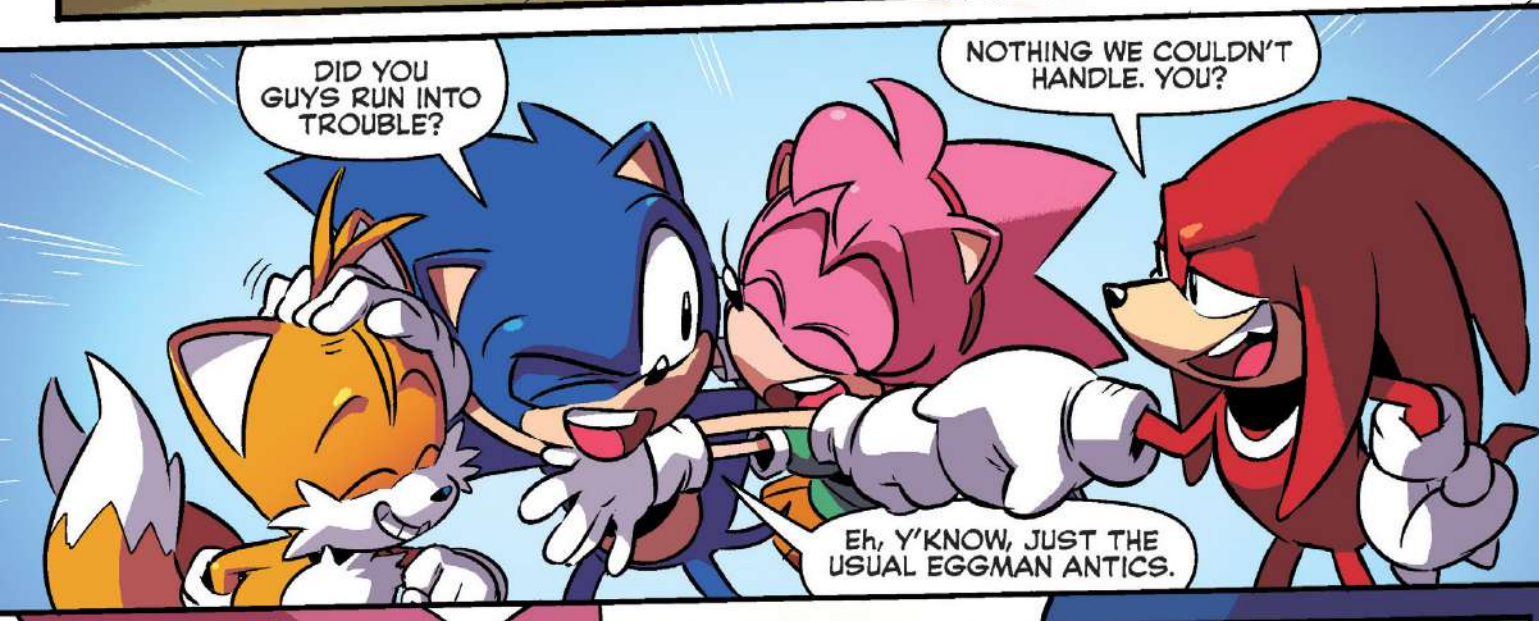
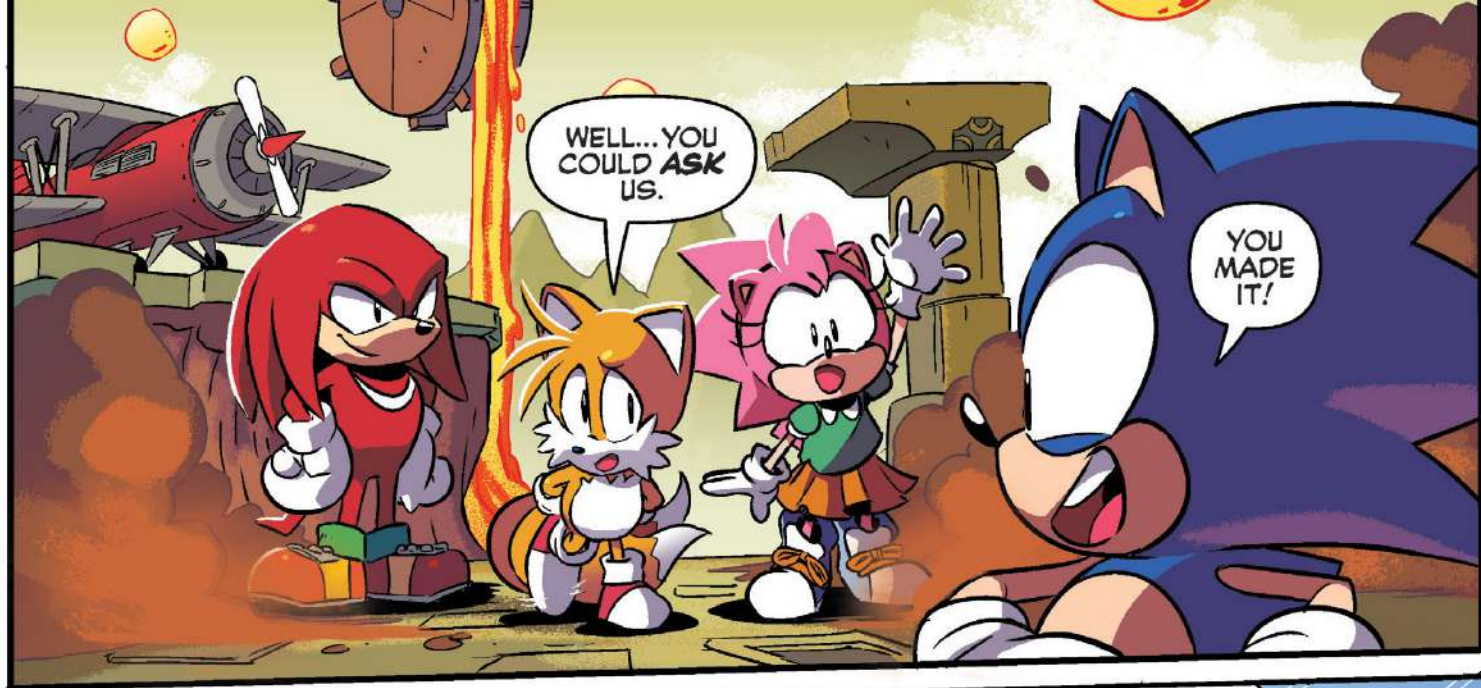
ERUPTION RUIN ZONE

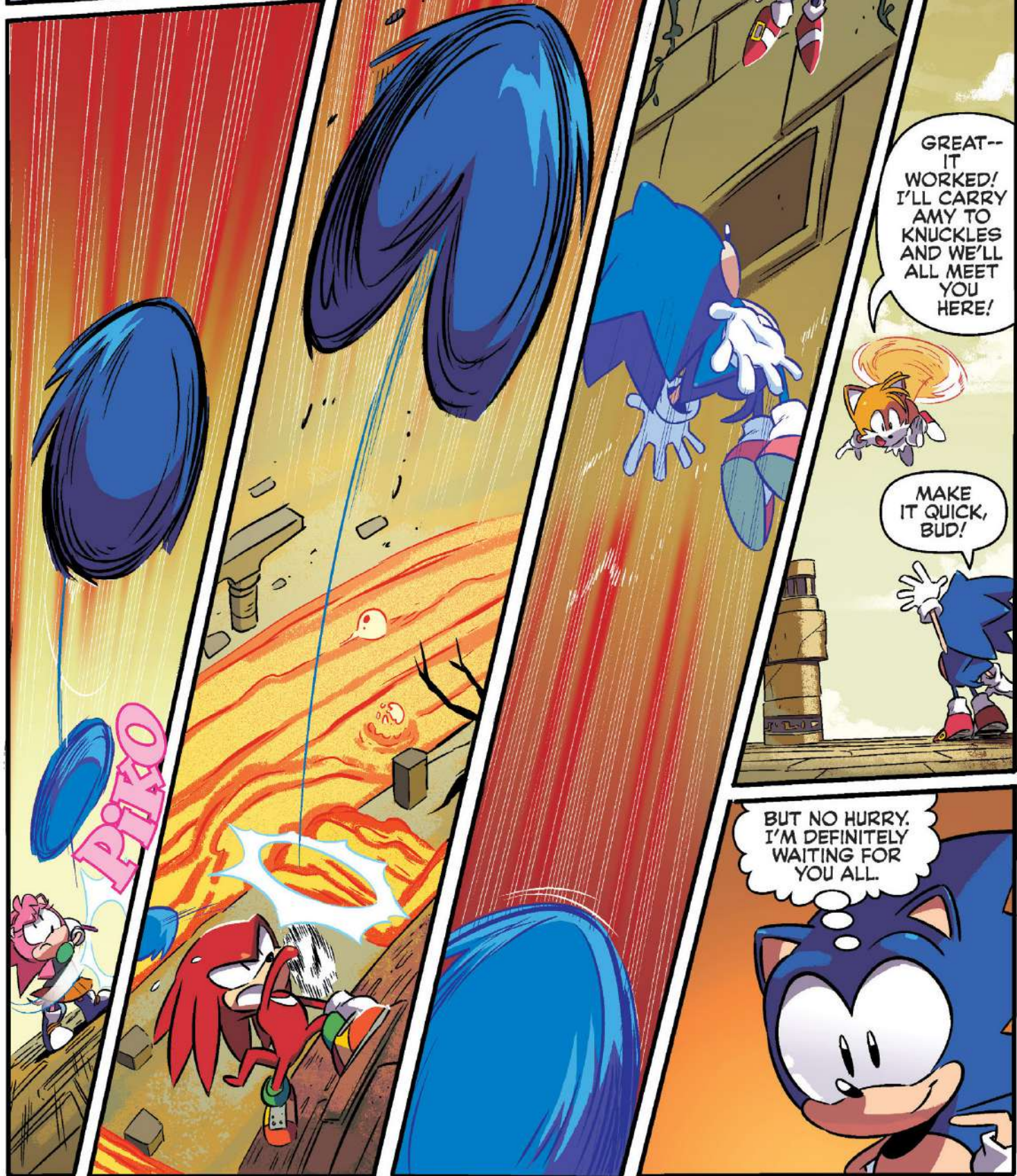
WELL,
THIS LOOKS...
COZY...

WHOOOPS!
NO WAY I'M
DIVING IN
THERE.

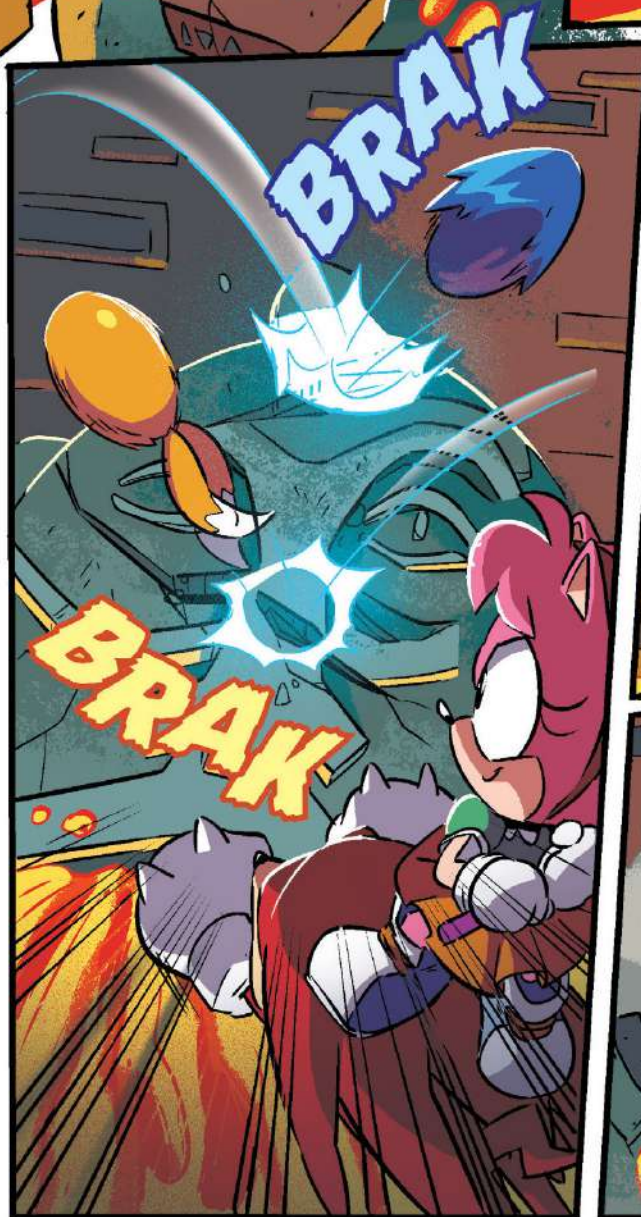
AND I DON'T **QUITE** HAVE THE UPS
FOR THAT LEDGE. I OUGHT TO TAKE
SOME PARKOUR LESSONS
AT SOME POINT...

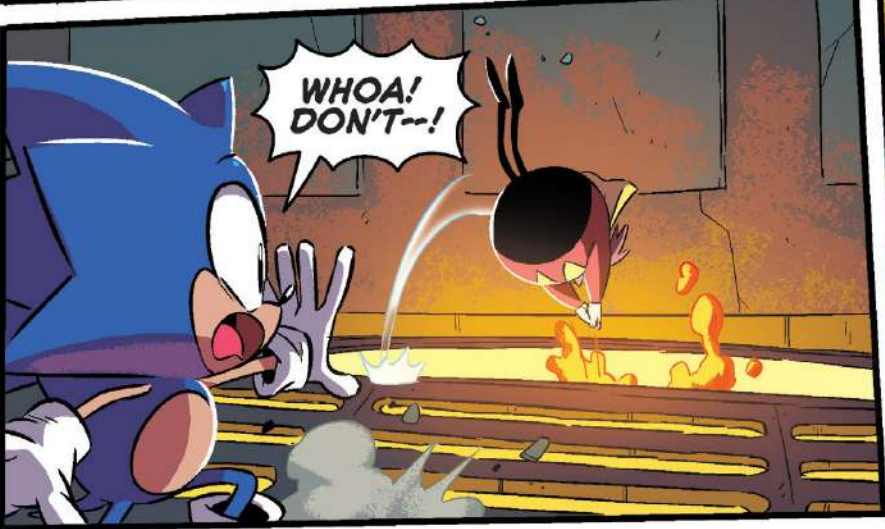
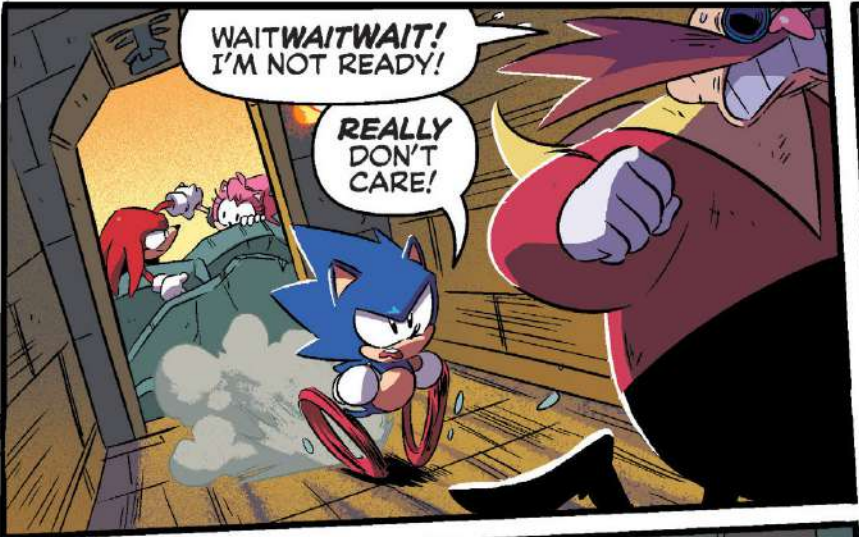
I HATE TO
ADMIT IT BUT...
I'M STUCK. AND
I'VE GOT NO WAY
OF KNOWING IF
EVERYONE IS
ALL RIGHT...

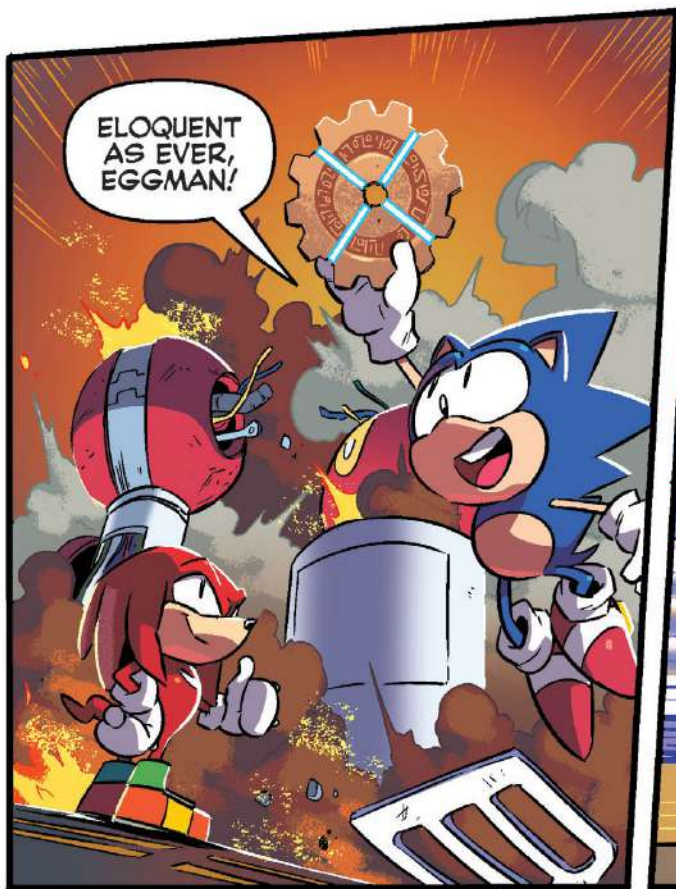
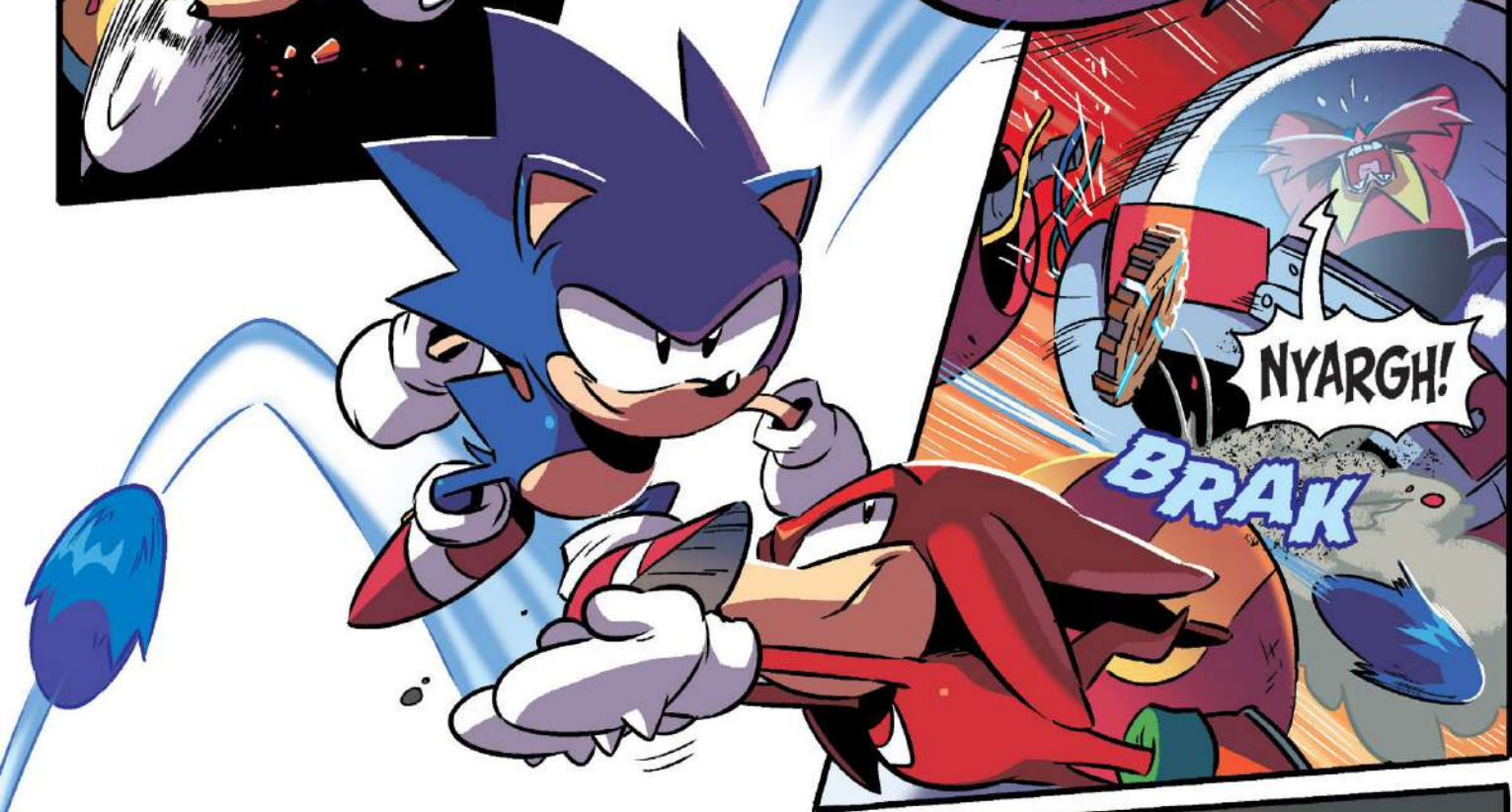


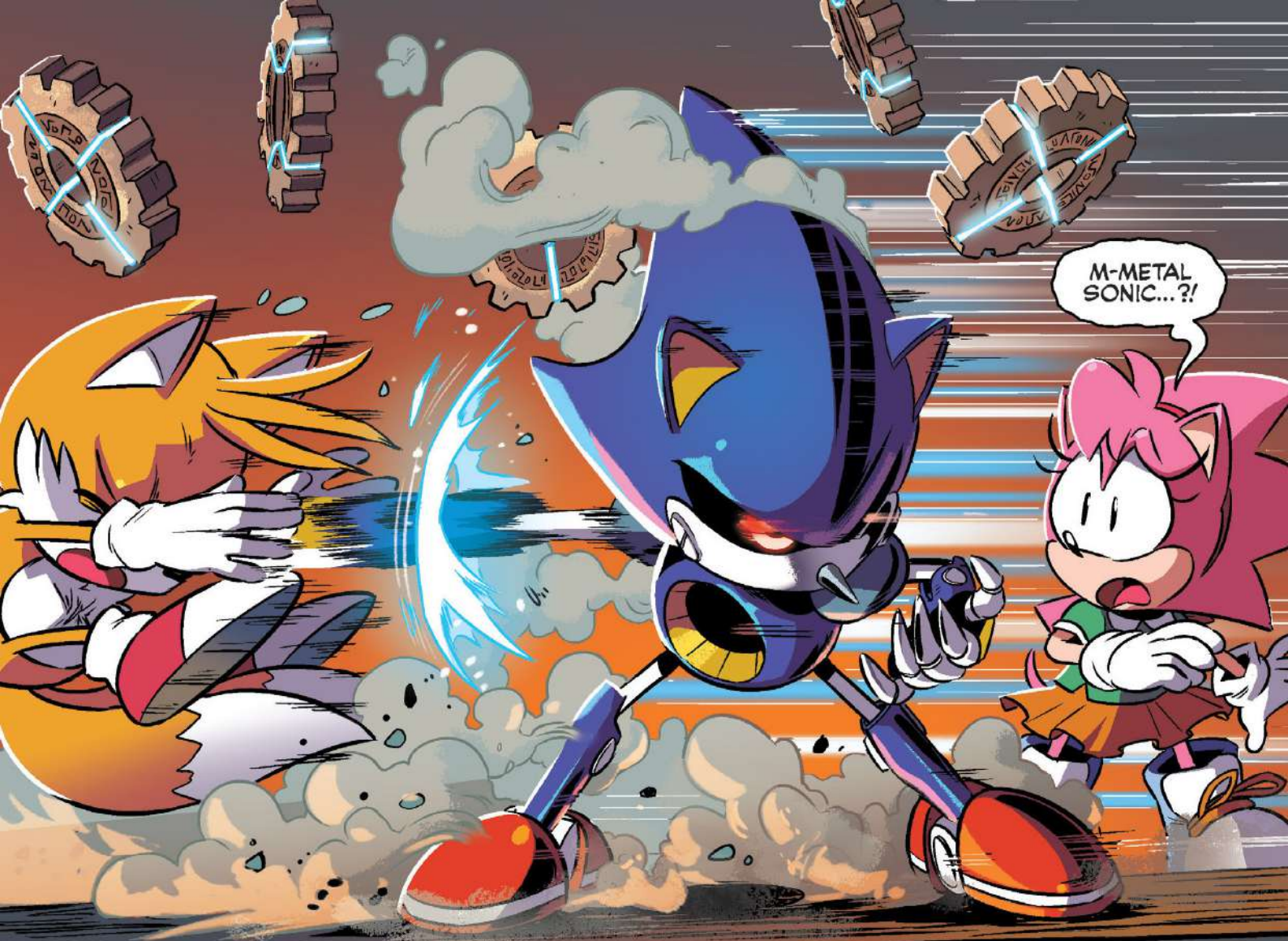


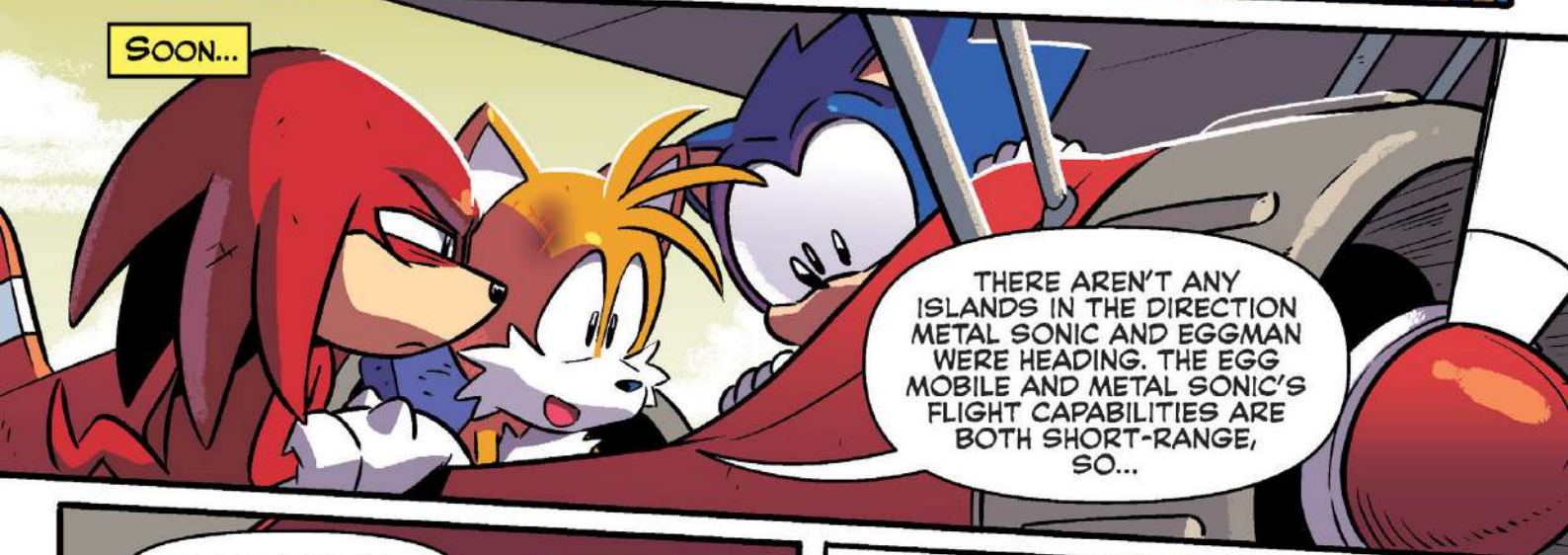












A SHORT
FLIGHT
LATER...

THERE!
THAT MUST
BE EGGMAN'S
NEWEST FLYING
BASE!

Eh...NOT AS SLEEK
AS THE WING FORTRESS,
BUT BIGGER THAN THE
FLYING BATTERY. I'LL GIVE
IT A...SIX-OUT-OF-TEN.

Pssst!
IT'S NO
DEATH EGG,
THAT'S FOR
SURE.

LET'S
GO CLEAR
THE WAY!

BET I CAN
SMASH MORE
THAN YOU!

YOU'RE
ON!

Uh...
GUYS? LOTS
OF BADNIKS
INCOMING!

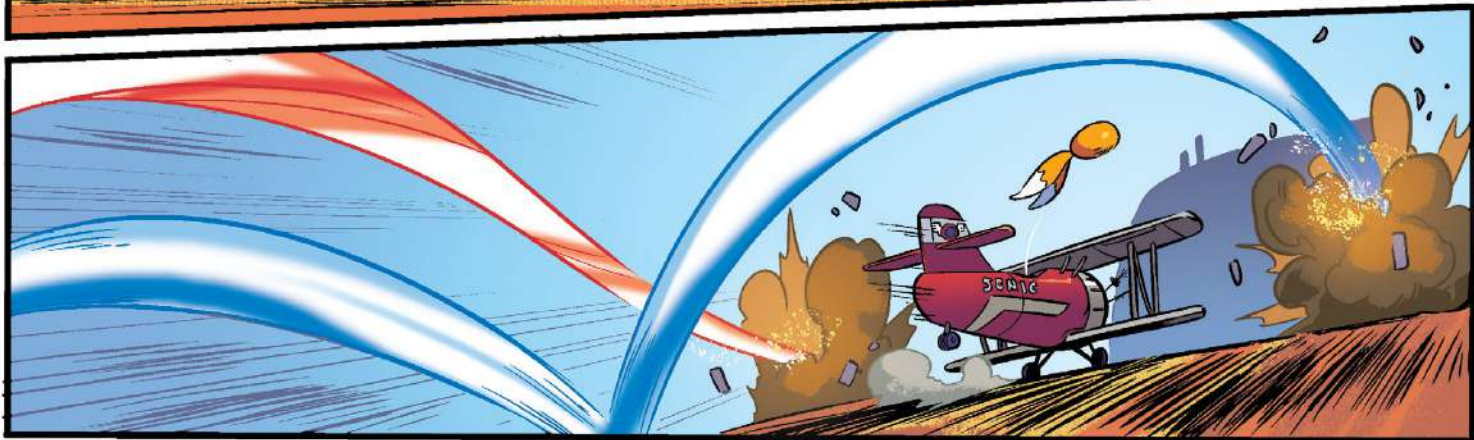
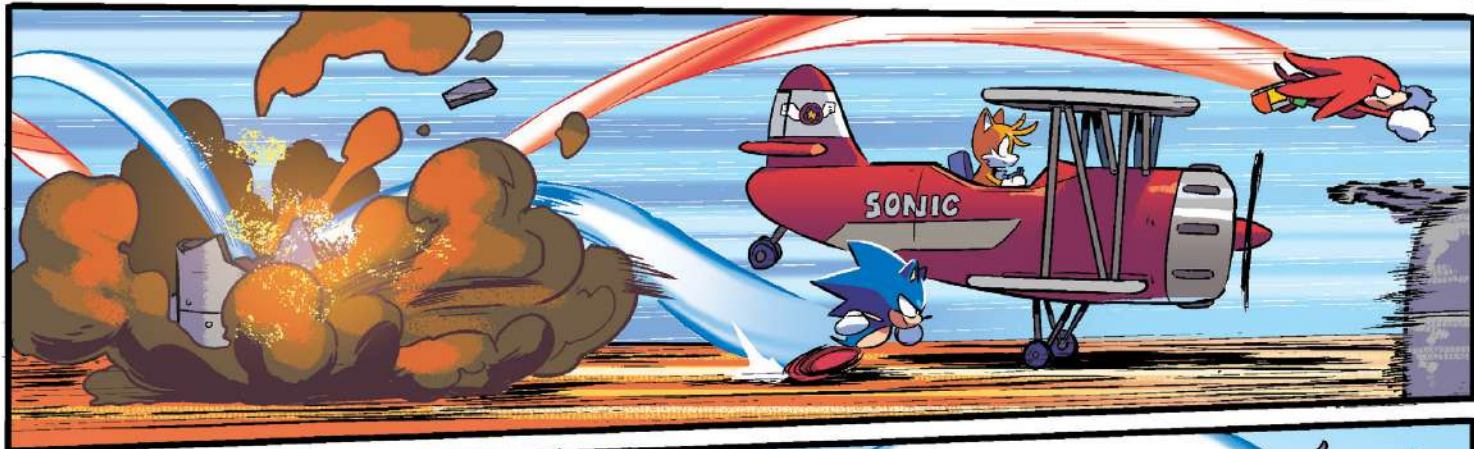
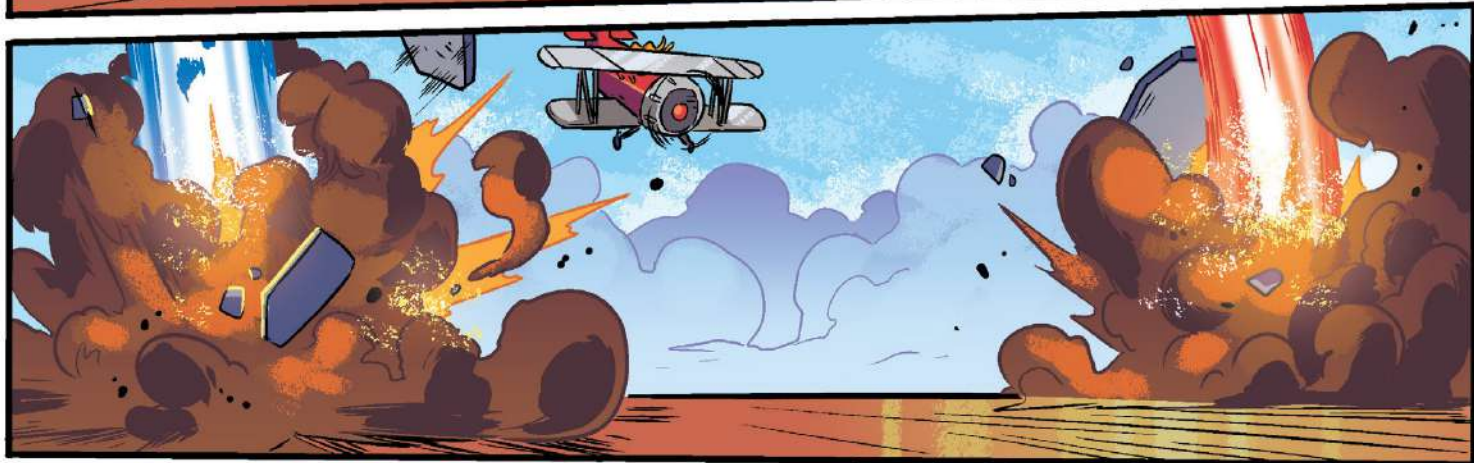
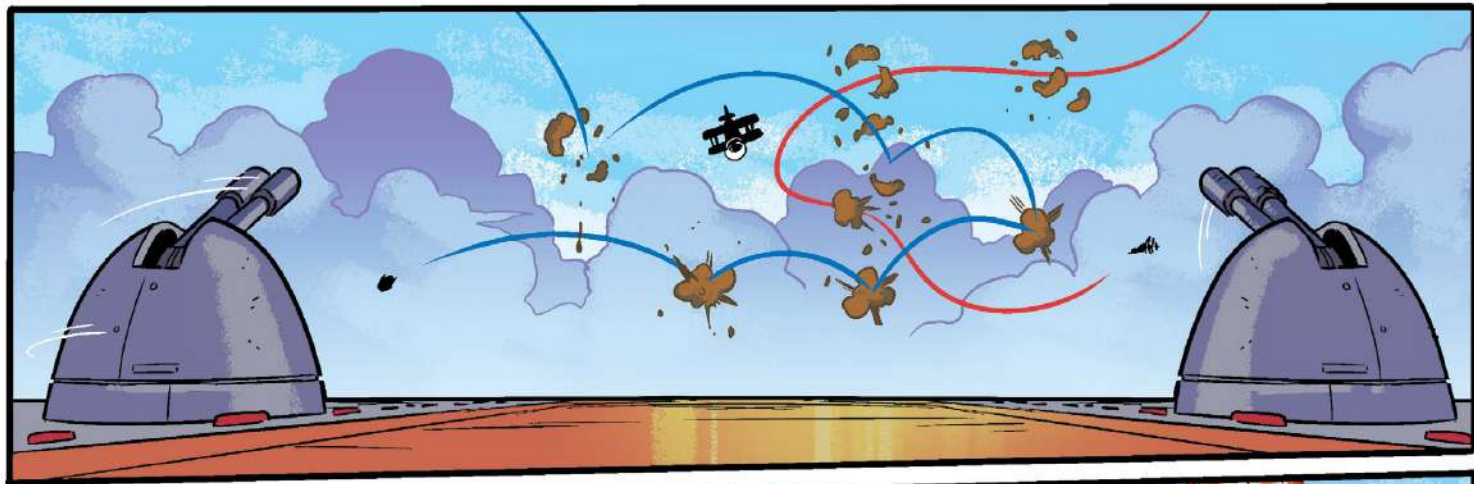
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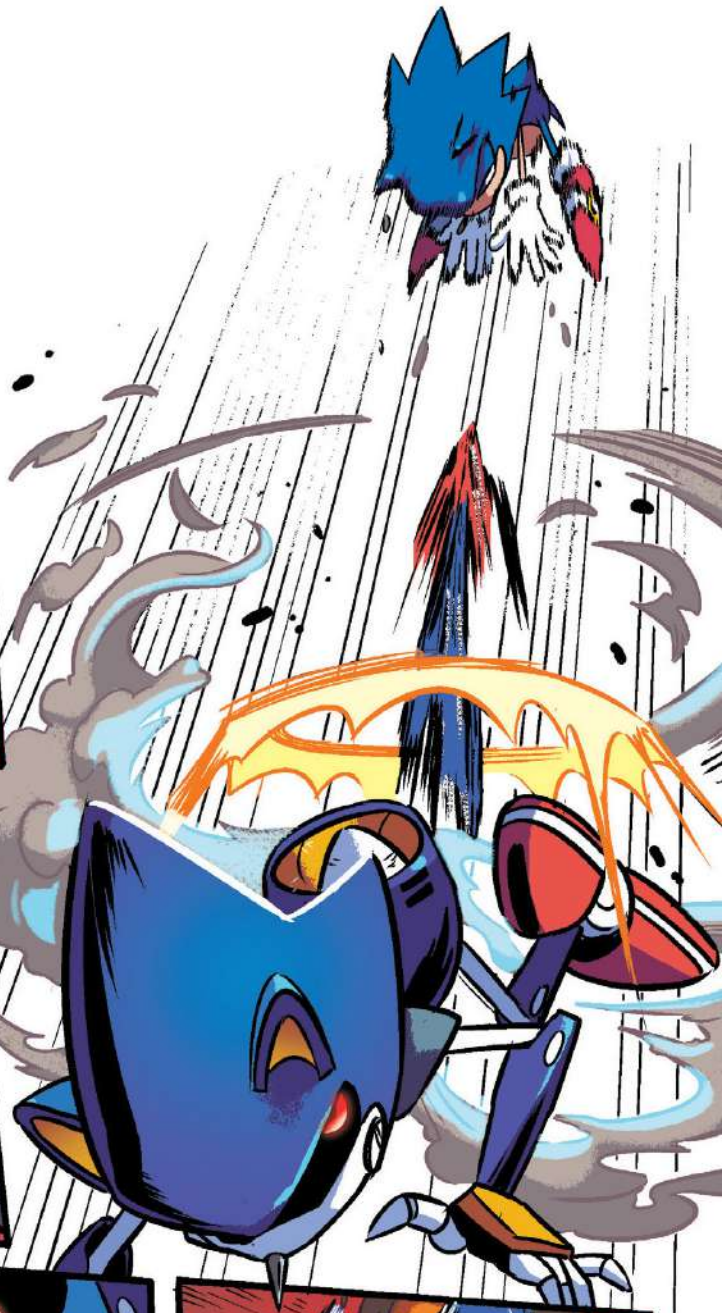
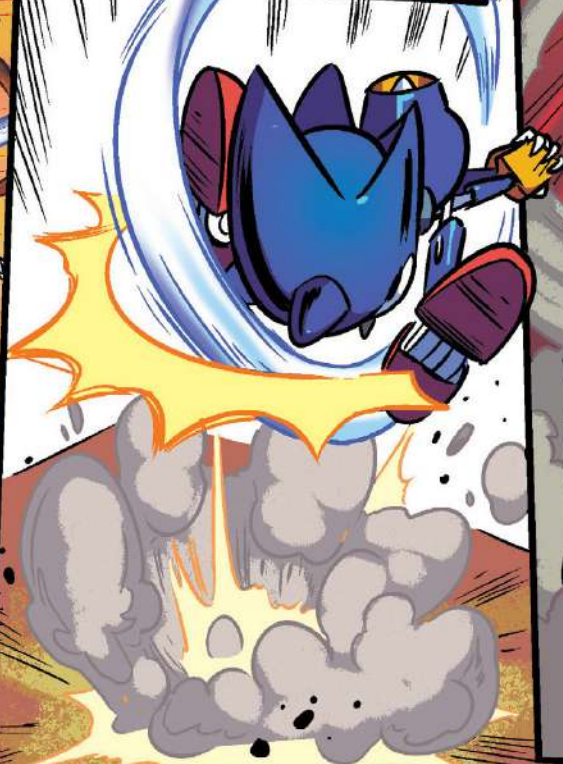
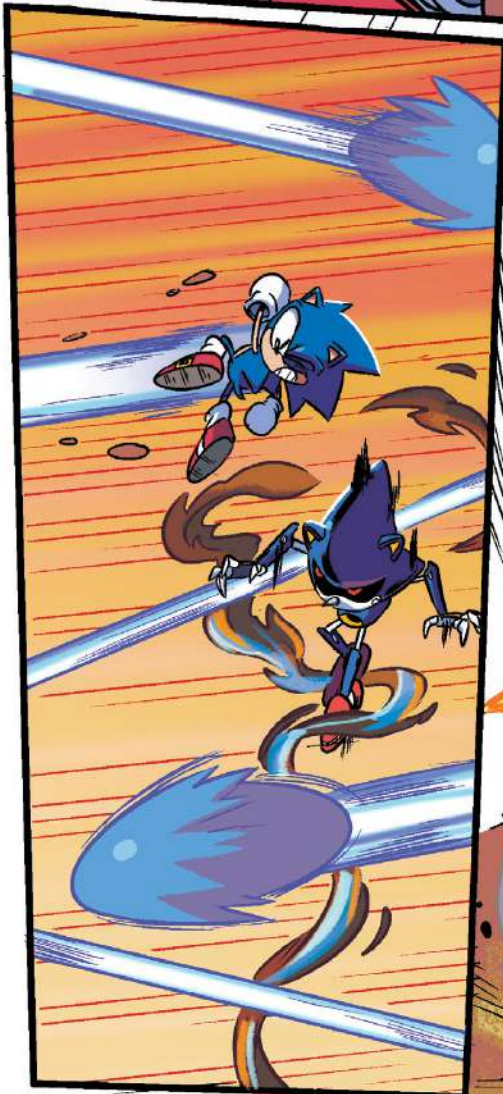
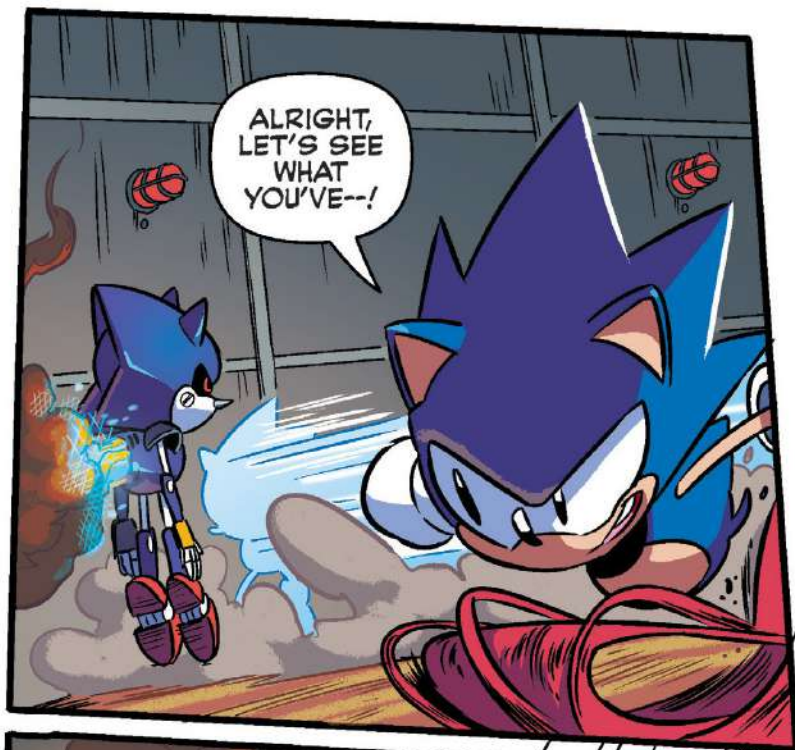
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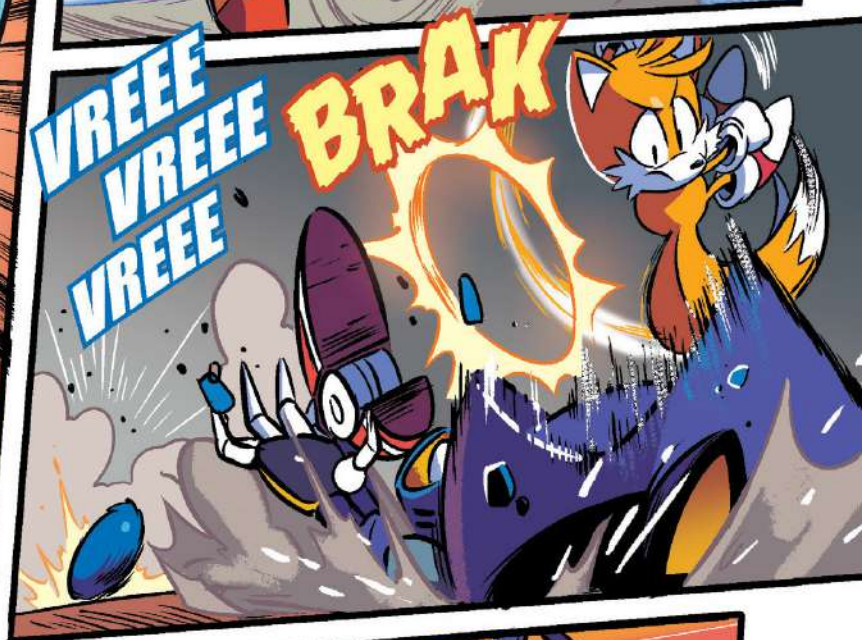
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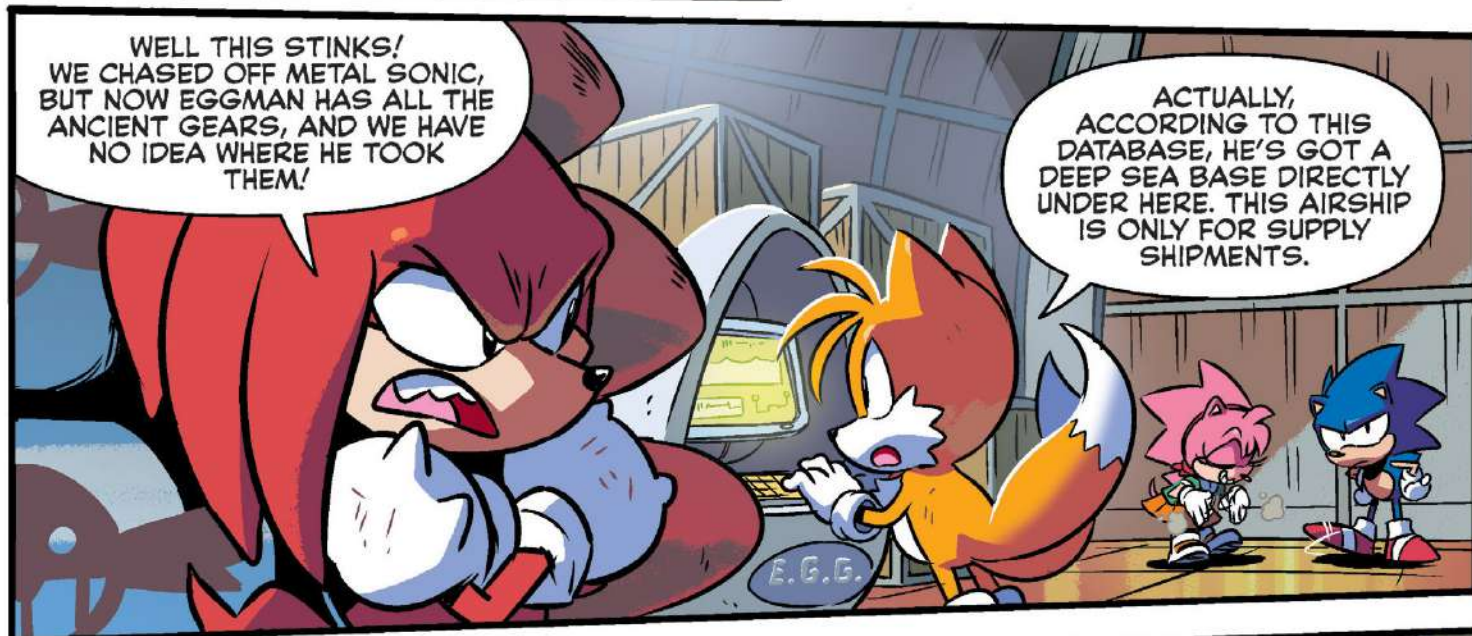
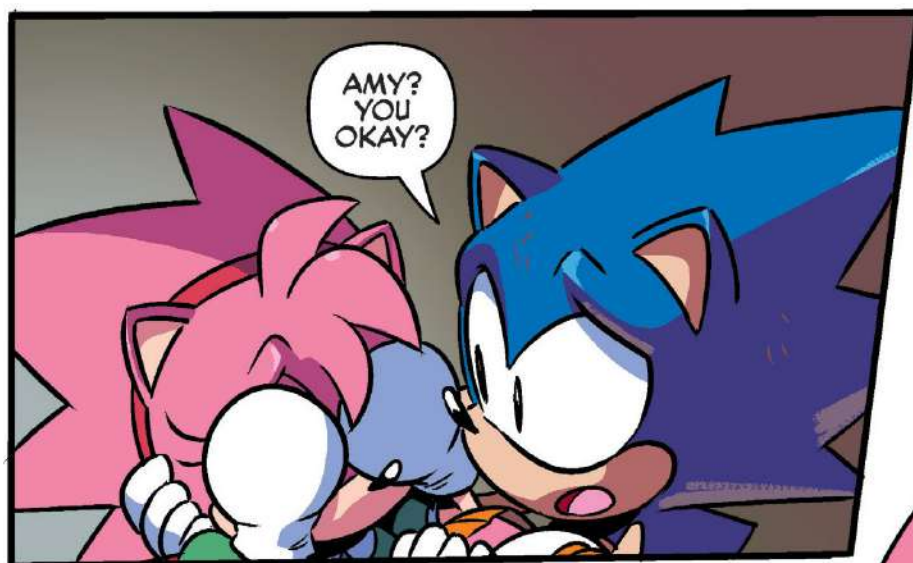


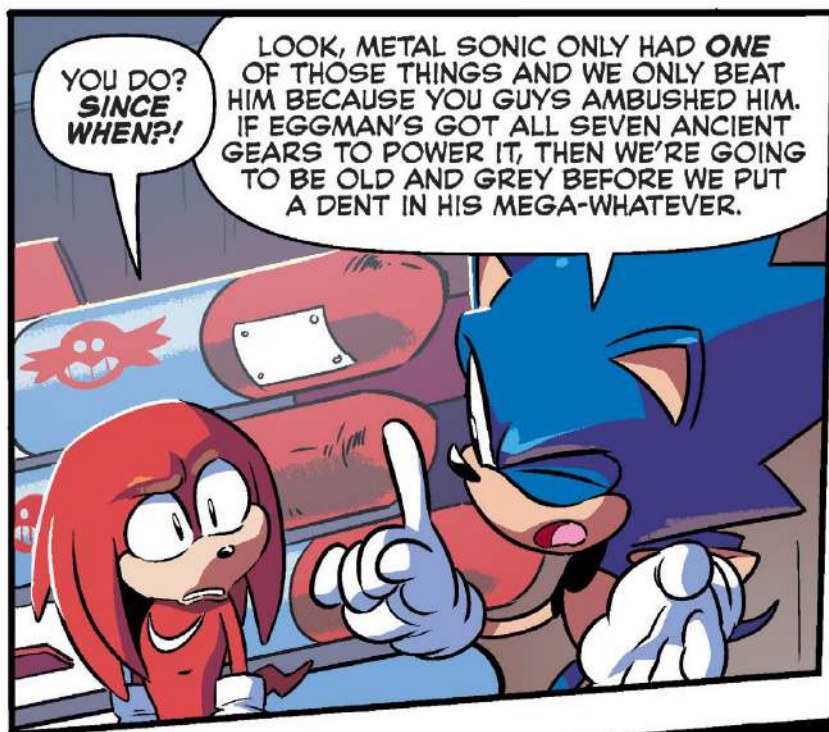












Letter from *the* EDITOR

Editorial commentary which knows that if you try, you can do anything!

CREATIVE TEAM GOT THROUGH ACT TWO!

Welcome, Sonic fans! How'd you like that for a follow-up? Ian, Tyson, Matt and Jack gave it their all to take us to the next level for this story and I truly believe they hit a grand slam! Beautiful work, guys!



From the beginning, I knew Mega Drive was going to be something special. It's so rewarding to see how many fans, new and old, enjoyed the first issue and thanks to that great response, we were able to continue this journey with even more action, adventure and, most importantly, fun!

From the bottom of my heart and on behalf of the staff here at Archie, thank you for joining us on this journey. We take chances every day and there's no telling how things will end up. But if the initial step is never taken, you'll never know what could have been. I'm so glad that we took this chance and that this team was given the opportunity once more to show you all what they can do!



Finally, a major shout out to our friends at SEGA who have been super supportive of the Mega Drive project. It's a pleasure to work with you all and I can't wait to do even more!

With that, I hope everyone enjoyed The Next Level! Onward to victory!

Vin
2016

– Vincent “Vin” Lovallo
Editor



ABOVE AND BELOW:

Sonic and Metal face off in these cover thumbnail sketches by Sonic: Mega Drive -The Next Level artist Tyson Hesse! Can you identify which of these covers is drawn in reference to the SEGA CD game Sonic CD?

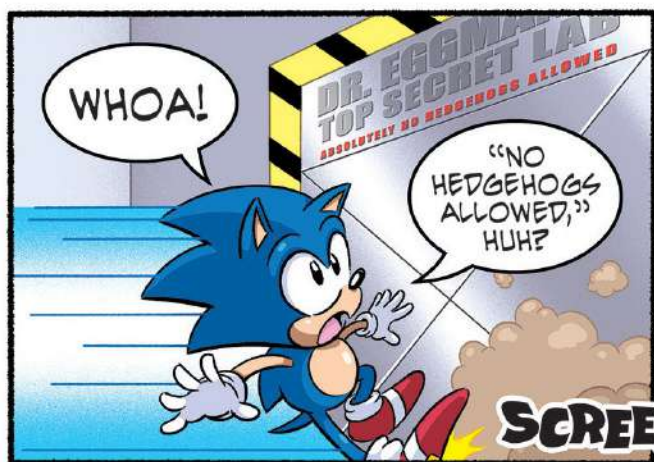


OFF PANEL

PROUDLY PRESENTS:

SECRET -ORIGINS- METAL SONIC

SCRIPT: RON CACACE ART: VINCENT LOVALLO



SOON



SONIC™

- MEGA DRIVE -

OVERDRIVE



TO BE CONCLUDED...

...**SPRING 2017**